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*Official Rogue Guide*  
*of the*

**WESTERN ROGUE**  
**ASSOCIATION**



**MOORE & EVANS**

**40 S. WABASH AVE.,**

**CHICAGO**

**PRICE TEN CENTS**





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# ROQUE GUIDE & RULES *of* THE GAME

AS ADOPTED BY THE  
WESTERN ROQUE ASSOCIATION  
OF AMERICA

Framed and passed by the Committee  
on Rules, March 8th, 1913

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C. C. KING  
Official Editor

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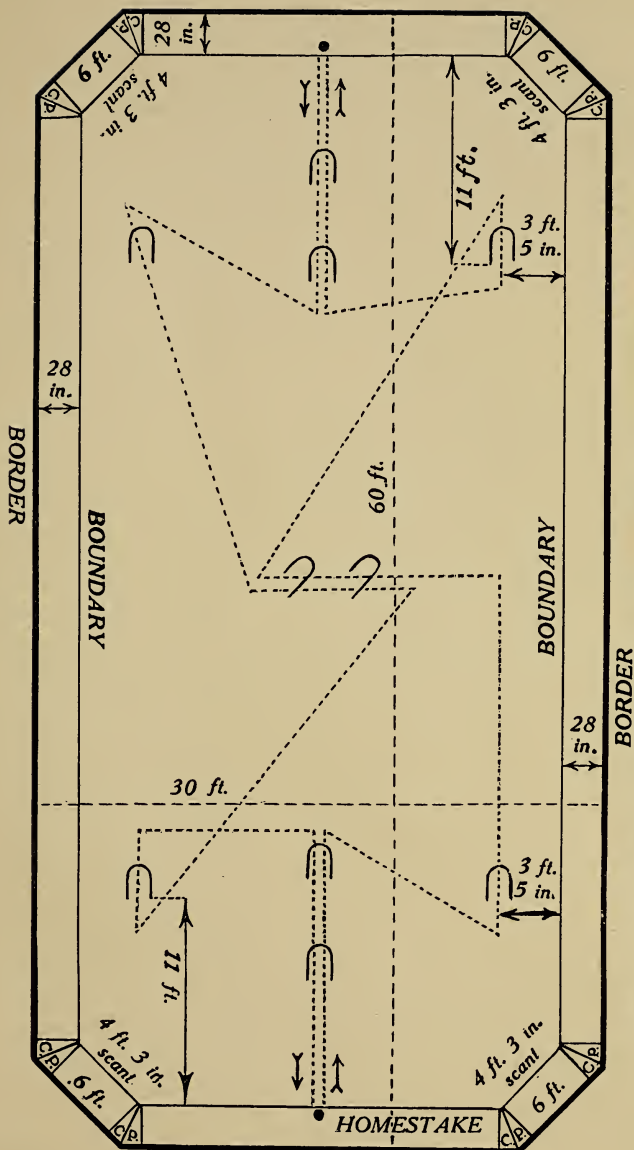


Illustration of a Rogue Court as adopted by the Western Rogue Association, March 8th, 1913

# ROQUE COURTS

## How Constructed

The dimensions of a Roque Court should be sixty feet long, thirty feet wide, measured from border to border. The corners of a court are cut off equally from each side so the inside measurement of the corners is six feet. The boundary of a court is a line twenty-eight inches inside of the border extending around the court. The stakes are set fifty-five feet four inches apart on a line running through the center of the court lengthwise. The first arch, or Point No. 1, must be six feet from the stake on a line running from one stake to the other. Point No. 2 must be six feet from Point No. 1. Point No. 3, or first quarter, must be eleven feet from the boundary at the end of the court, and three feet five inches from the boundary measuring the short way of the court. Point No. 4, or center arch, must be in the center of the court, set at right angles with a line drawn from stake to stake. The two wickets which comprise this point must be set eighteen inches apart as above stated. All arches must not be more than three and three-eighths inches wide. Points No. 5, 11 and 13 similar to Point No. 3. Points, 6, 7, 9 and 10 same as Points 1, 2, 14 and 15 (see cut). The arches should be tool steel, properly tempered so they will not bend, and should be fully one-half inch in diameter, either set in cement or in oak boards one and one-half inch thick, six inches wide, twenty-four inches long, said boards to be set on edge and bolted together; the arches to extend through the boards and bolted on the bottom; the block should set in the ground one and one-half inches beneath the surface and filled around fully one-half the thickness with cement to hold the same perfectly rigid; then fill in with clay. The border should be made of cement because it is the most durable and less trouble to keep in repair. You once get a good cement border and the trouble is over. The slant of the border should be five-eighths inch to a six inch face to keep the balls from jumping.



The Surface—The sod and top soil should be removed to a depth of fifteen inches and made as near level as possible; then should be added six inches of fine cinder rolled down perfectly solid; then add four to five inches of yellow clay tamped and rolled perfectly solid, and leveled; then you have a court the best that can be made. The court should be completely covered with fine, white sand, so the balls will stop and remain where they stop. The sand also preserves the clay, and helps to hold the moisture. The courts should be kept well sprinkled in warm weather and not allowed to get dried out, as a court with the proper moisture is much easier and better to play on than a dry court.

The Stakes—The stakes should be made from round iron one inch in diameter, ten inches long, set into a solid block of oak, 7x6x12, and set into the ground so that the block will be one and one-half inches beneath the surface. The stakes should extend one and one-half inches above the surface, and set flush with the boundary line on a line drawn through Points 1, 2, 6 and 7. The stakes should be rounded on the top to keep from injuring the balls. The blocks should be set in cement.

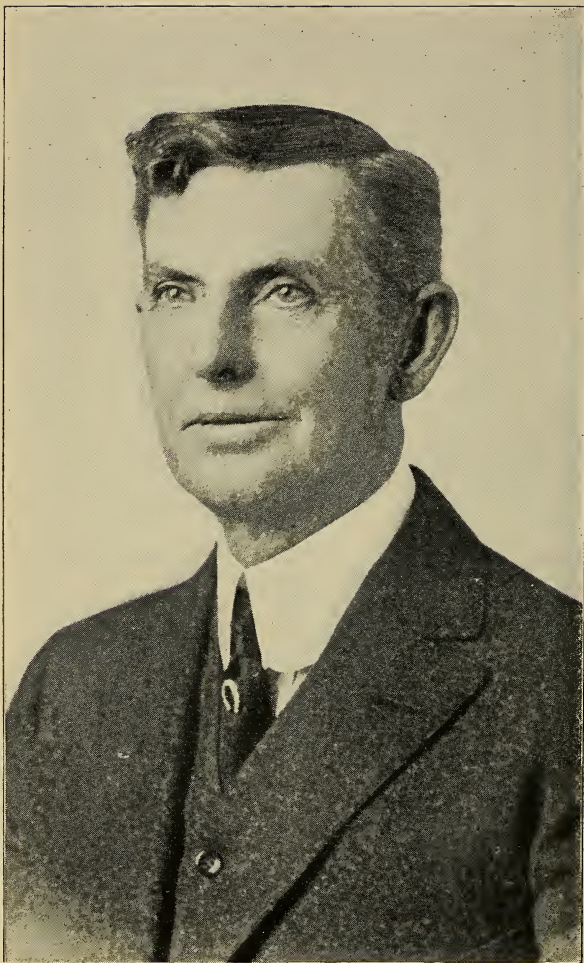
The courts at Lincoln Park are constructed as above stipulated, and the best roquers in the United States say they are the best courts they ever saw.

The Western Roque Association meets at the Lincoln Park Roque Grounds in Chicago on the first Monday in August each year. The meeting this year, 1913, will be the first meeting.

The grounds of the Western Roque Association are located at Lincoln Park at the foot of Wisconsin Street, the most beautiful spot for holding a tournament in Chicago, not over one hundred feet from the car line, nor one hundred yards from three first-class restaurants and buffets.

The balls are hard rubber, furnished by Moore & Evans, 40 South Wabash Ave., Chicago, Ill. The regulation ball is three and one-fourth inches in diameter.

To paint the balls use white liquid shellac and flake white, for white. Prussian blue and flake white for blue. Chinese vermilion, for red. The balls can be used in ten minutes after painting.



CHARLES C. KING  
165 E. Ontario St., Chicago, Ills.

Secy., Treas. and Member Committee on Rules. Won the Vanwickle Medal from H. Boswith in 1910 at Norwich, Conn. Defended same at Norwich in 1911 against Horace Webb of Philadelphia. Also holder of Landon Medal.

Mallets—As to mallets there is no restriction. A player may use any size or weight. The mallet head proper should be hard rubber or ivory; the other head should be soft rubber.

Note—All arches of the Western Roque Association during tournament will not be more than three and three-eighths inches.

## ETIQUETTE OF THE GAME

FIRST. A strict observance of the rules is very essential in establishing etiquette in the game of Roque.

SECOND. No one should speak to a player while he is making a stroke.

THIRD. No player or onlooker should talk to a player or make remarks about the game while a player is in play.

FOURTH. There should be no arguments as to the interpretation of the rules. The same is very disgusting to onlookers. Consult the Committee on Rules.

FIFTH. Players who have been occupying the grounds should give way to other players.

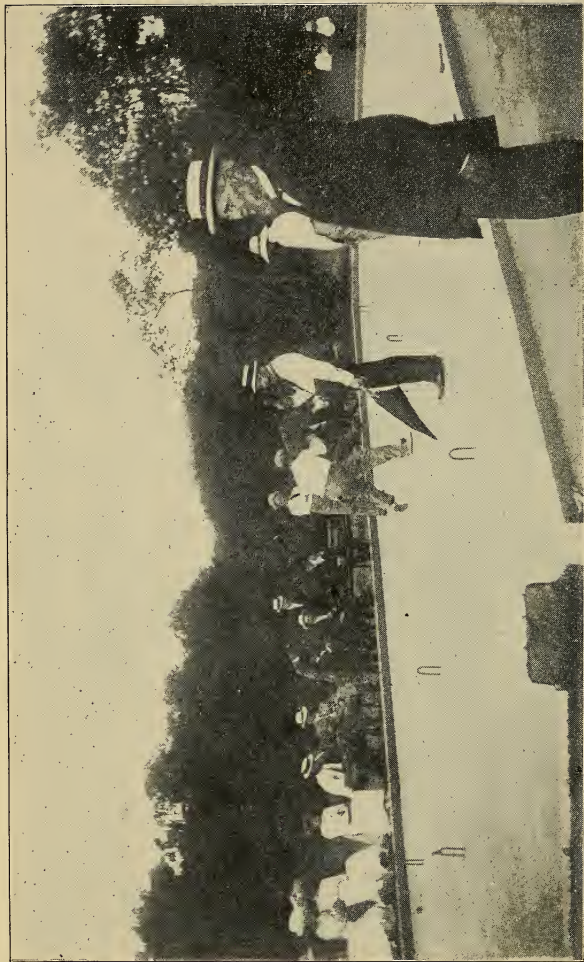
SIXTH. Players should be ready to play when their turn comes and play as rapidly as possible as time goes slowly when waiting to play.

SEVENTH. There is no greater embarrassment to a player than for his opponent to inform him when he is about to play the wrong ball. A true sport would rather lose a game than to have either an opponent or outsider to coach him.

EIGHTH. Loud talk upon the courts is very distasteful to spectators. Let the onlookers talk and the players play.

NINTH. No player or spectator should "kid" or make remarks to embarrass a player while in play. There are more proper places for "kidding."

TENTH. Each player should play every game his best, the only sure road to success. If you want to throw a game, secede it.



Contest at Garfield Park Roque Club between C. C. King of Chicago and Dr. Wm. Lyman of Topeka, Kans., for the Landon Gold Medal, donated by C. K. Landon, who stands in the foreground of the picture.

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O. J. AVERY  
Adrian, Michigan  
Father of Roque in the West.  
Died November, 1912

|                                      |    |
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| Interpreter on Rules—Joseph Kennedy. |    |

## EXPLANATION OF TERMS

For border, boundary, corner point, corner place, points, see illustration, page 3.

**Ball in Play**—A ball is in play so long as a point is made or ball hit.

**Dead Ball**—A ball played upon after a point was made.

**Danger Ball**—The next playing ball.

**Combination**—A combination is the movement of a ball by the use of the object ball.

**Carom**—Rebounding from the border, arch or stake and hitting the object ball.

**Direct Shot**—When the playing ball passes directly to another ball without coming in contact with the boundary, the stake or a wicket.

**Foul Shot**—A shot not allowed by the rules of the game.

**Drive Shot**—Driving the object ball to a direct spot by direct shot.

**Follow Shot**—Driving the playing in same direction as the object ball.

**Live Ball**—A ball upon which the playing ball has a right to play.

**Object Ball**—The ball hit.

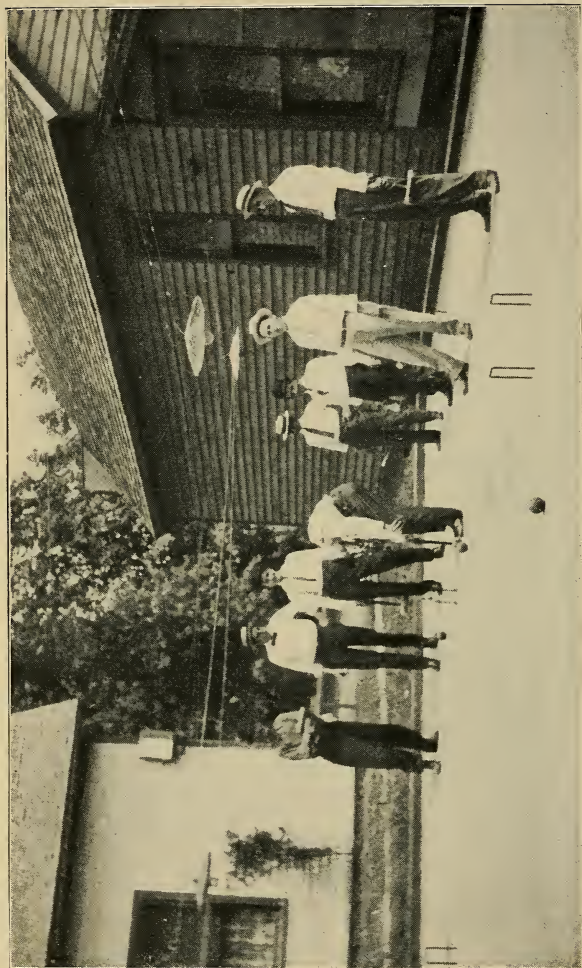
**Playing Ball**—The ball being played.

**Split Shot**—Any play taken from a ball.

**Set-up**—Placing the balls, giving partner ball the best available chance for a run.

**Run**—The making of one or more points in turn of play.

**Wiring**—Putting the next playing ball behind a wire, giving said ball no direct shot.



WABASH ROQUE CLUB, WABASH, INDIANA



# RULES OF THE WESTERN ROQUE ASSOCIATION

## OPENING OF GAME

RULE I. All games are opened by scoring from an imaginary line running across the court through the center arch, to the boundary line at the head of the court. The center of the ball resting nearest said boundary line is entitled to choice of balls and first stroke, providing said ball did not come in contact with border, stake or ball. A ball displaced in scoring holds its former position except when partner ball is displaced, then both balls are dead.

## POSITION OF BALLS ON STARTING GAME

RULE II. The balls are placed on the four corners of the court nearest the center arch, partner balls diagonally. The winner in scoring has choice of balls, also of corners, and first stroke.

## NUMBER OF POINTS IN A GAME

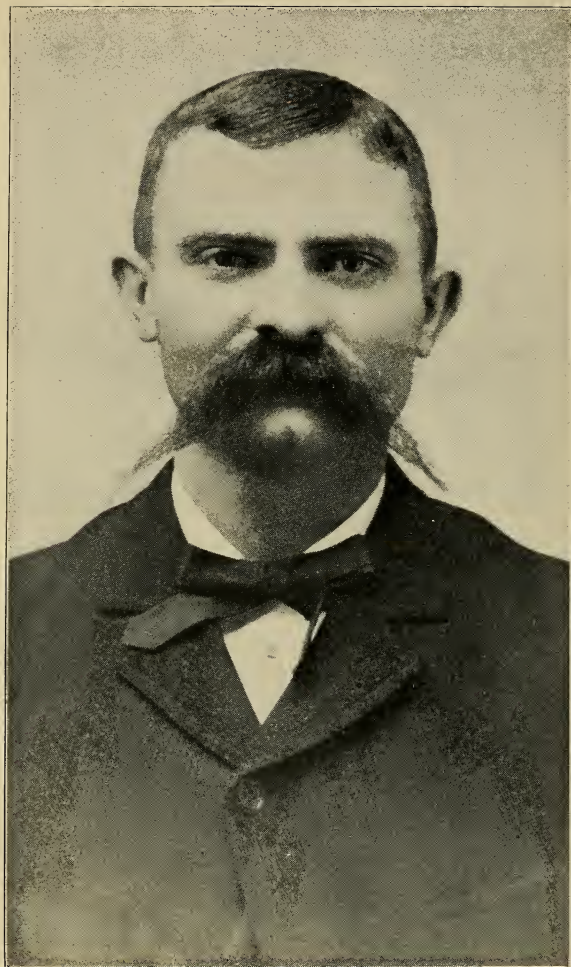
RULE III. In a game of roque each ball has sixteen points to make; when a ball makes a wicket or hits a stake it counts a point. The points are numbered from 1 to 16 (see illustration of court).

## THE PLACING OF MARKERS

RULE IV. There must be four markers to match the color of the four balls which must be attached to the first arch upon starting the game. When a player makes an arch he must remove the marker from that arch before he makes another stroke; should he fail to do so his play ceases, and the point is lost.

## THE MISPLACING OF MARKERS

RULE V. Should a player put his marker upon a wrong point he must replace it properly upon the request of his opponent. Should he fail to place his mar-



JOS. KENNEDY  
732 E. 46th Street, Chicago, Ills.  
Interpreter of Rules

ker until after the next player shoots he loses all points made that play, and his marker shall be placed upon the arch where it was when the play began; the marker of a rover ball must be placed on the side of the last arch, or No. 15.

### PUTTING A BALL THROUGH AN ARCH

RULE VI. Should a player put a ball through its arch he must remove the marker of that ball before he makes another stroke; should he fail to do this, his play ceases and the point is not made. All balls returnable at option of the opponent. Should a player put his ball and partner ball through an arch at one stroke he must place the partner marker to its proper arch, also remove his marker before he makes another stroke; should he fail to do so, his play ceases and the points are not made. All balls returnable at option of the opponent.

### COLOR OF BALLS

RULE VII. The balls shall be red, white, blue and black, and played in that order; but the game may start with any color playing first.

### MALLETS

RULE VIII. Mallets may be of any size or weight to suit the player and may be changed at any time.

### BREAKING A BALL OR Mallet

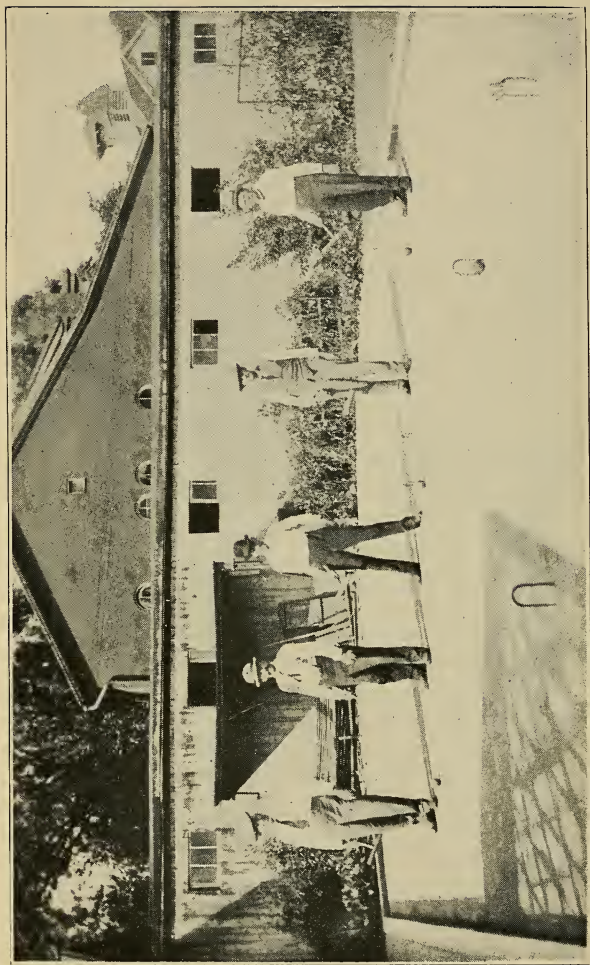
RULE IX. If the player in making a stroke should break a ball or mallet, he may demand another stroke.

### DELIVERING A STROKE

RULE X. When delivering a direct stroke, the same must be a clean stroke, no push or follow shot allowed. Should a stake or wire intervene the face of the mallet must come in contact with the ball first; if the ball is moved without being struck with the face of the mallet the play ceases, and any point made or ball hit by such stroke is lost. All balls returned at option of opponent.

### DRAW SHOTS

RULE XI. No draw or pull shots allowed on direct shots. The stroke must be a clean stroke with the face



ADRIAN ROQUE CLUB, ADRIAN, MICH.

of the mallet, but in split shots the mallet may follow the ball, providing it stays against the ball and does not change the direction of the ball, but the mallet must not leave the ball then overtake it again, which gives a second impetus. The player making such stroke must cease his play; and all balls returned to their former positions.

## JUMP SHOTS

RULE XII. No jump shots allowed.

## PLAYING WRONG BALL

RULE XIII. Should a player play the wrong ball, and the mistake is discovered before the next player plays, all balls moved by said play must be returned to their former positions. If the mistake is not discovered until the next player makes his first stroke the play shall stand. Example: Red plays after white, error not discovered; black plays in proper turn of his partner white, error not discovered; blue plays after black, the error is discovered before blue finishes his play, then the balls must be replaced where they were when blue played first stroke; white is the next playing ball because the error was discovered when blue ball was playing.

## MAKING ARCH FROM DELICATE POSITION

RULE XIV. In running an arch from a delicate position the ball must not be shoved, jammed, or pushed. The mallet must not be held against the ball in making this stroke; should the player do so his play ceases and all balls replaced at option of the opponent.

## MOVING BALL IN MAKING A STROKE

RULE XV. If a player in making a stroke moves by person or mallet any ball except the playing ball, the same is a foul and his play ceases, and balls replaced at the option of the opponent.

## COUNTING ON A BALL

RULE XVI. The playing ball counts upon another when coming into contact with it by a direct stroke of the mallet, or a carom off the border, arch, stake, or by a split shot.





WALTER CLARK  
Wabash, Indiana  
Member of Committee on Rules

## STOPPING A BALL

RULE XVII. When playing ball counts upon another ball the player must not stop his ball to prevent it from hitting another ball; should he do so his play ceases, and all balls returned to their former position.

## TAKING PLAY FROM BALL HIT

RULE XVIII. When playing ball counts upon a ball he must take play from it, and in taking said play must move it; should he fail to move it, his play ceases, and all balls must be returned at option of opponent.

## BALLS MOVED BY INEQUALITY OF GROUND

RULE XIX. If a dead or live ball moves on account of the inequality of the ground while playing away from it the player does not lose his shot.

## BALLS ALIVE

RULE XX. A player on commencing his play is alive on all balls, and can take play from same once each turn of play whether he makes a point or not.

## PLAYING FROM A BALL NOT HIT

RULE XXI. If a player takes play from a ball he has not hit, and the mistake is not discovered until he makes another stroke, the play stands, and he is entitled to finish his play. If the mistake is discovered before another stroke is made, his play ceases and the playing ball must be placed beside the ball first hit; any other balls misplaced must be returned to their former places.

## STRIKING DEAD BALL

RULE XXII. In taking play from a ball, should player's ball strike a dead ball, the play does not cease and the dead ball is not replaced.

## HITTING MORE BALLS THAN ONE

RULE XXIII. In making a play if player's ball hits more balls than one, by direct stroke or split shot, he must take play from the first ball hit, providing it is a live ball.



DOWAGIAC ROQUE CLUB  
Dowagiac, Michigan



## POINTS—HOW MADE

RULE XXIV. If a player makes a point and hits a ball in single stroke, the point counts and the ball is hit, providing the hit ball is beyond the arch, and the playing ball rests through the arch.

RULE XXV. Should the playing ball strike a live ball and by same stroke make a point, it must take the play from ball, and reject the point, except as provided for by Rule XXXIII.

## CONTINUATION OF PLAY

RULE XXVI. A player continues in play until he misses a point or fails to count upon a ball.

## MAKING MORE POINTS THAN ONE BY SINGLE STROKE

RULE XXVII. A ball making more points than one by single stroke has only the same privilege as if one point was made.

## PUTTING A BALL THROUGH ITS ARCH OR AGAINST THE STAKE

RULE XXVIII. If a ball be driven through its arch or against the stake by any valid stroke, carom, combination, or concussion, the point is made for that ball, providing the marker of said ball is removed before another stroke is made.

RULE XXIX. If playing ball by direct stroke, carom, combination or concussion drives a ball through its arch or against the stake and fails to remove the marker of said ball, before making another stroke, his play ceases. All balls misplaced are returned at option of opponent.

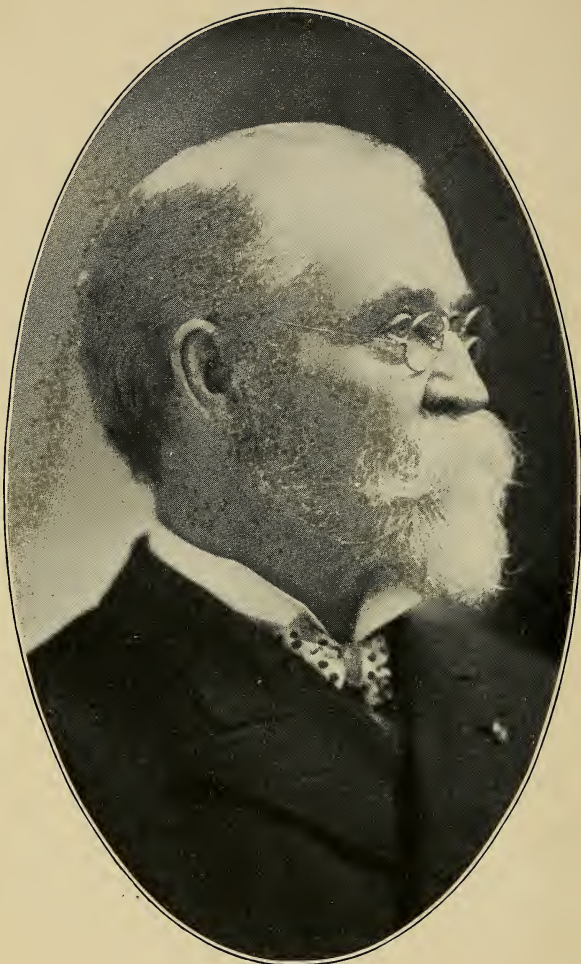
## HITTING DEAD BALL BY DIRECT STROKE

RULE XXX. Should a player hit a dead ball by direct shot, or carom, his play ceases, and all balls misplaced must be returned to their former places.

RULE XXXI. A dead ball displaced in any way except by direct, or carom shot shall not be replaced.

## FROZEN BALLS

RULE XXXII. Should a player on commencing his play find the playing ball frozen to a ball he makes the



DR. J. F. WILLIAMS  
311 Center Street, Chicago  
Member of Committee of Arrangements

play the same as if the balls were one inch or more apart, or he can play away from frozen ball, and not take play from it, providing he does not move it.

### COMING IN CONTACT WITH A BALL IN MAKING AN ARCH

RULE XXXIII. If playing ball in making an arch comes in contact with a dead or live ball which lies beyond the arch so a straight edge put in front of the arch will not touch the ball and playing ball passes through the arch so a straight edge laid across in front of the arch, does not touch it, the playing ball counts the arch and also the ball. Displacing the dead ball and running the arch makes the dead ball a live ball, and it does not have to be hit again.

### BALLS INTERFERED WITH

RULE XXXIV. If a ball is interfered with by a player or partner the opponent may demand that the play be made over.

RULE XXXV. If a ball is interfered with by an opponent or any object on the court not pertaining thereto, the player may repeat the shot.

### BALLS OUT OF BOUNDS

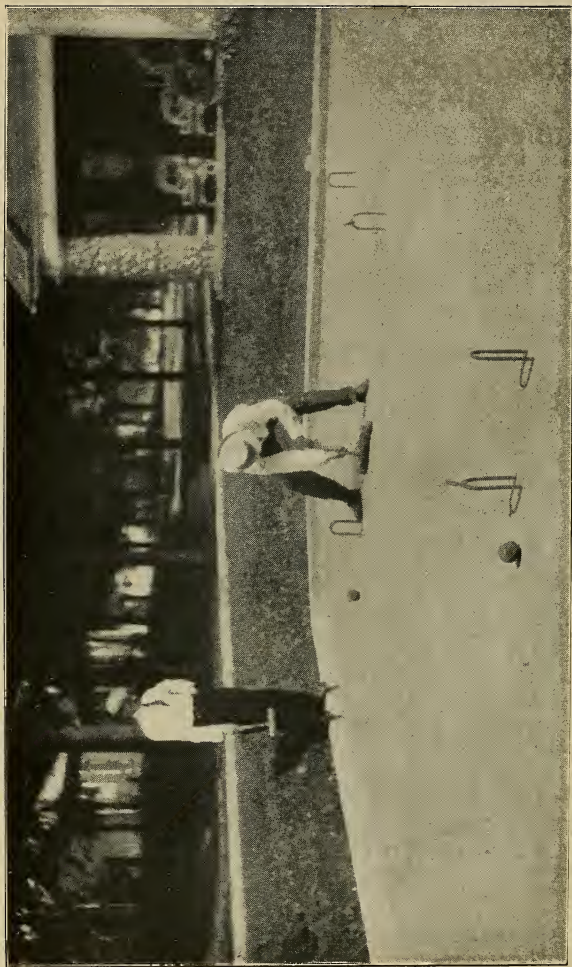
RULE XXXVI. A ball played over the boundary should be placed properly within the boundary before play proceeds.

RULE XXXVII. A ball out of boundary is returnable at right angles from where it stops.

RULE XXXVIII. A ball driven out of boundary into a corner place, is returnable to the corner where the two right angles come together at boundary.

### EXPLANATION OF CORNER PLACE

RULE XXXIX. Drawing a line from the corner of the border to the corner of the boundary divides the corner place into two parts. A ball driven into the corner place, a ball already holding the corner, must be frozen to the side of the ball corresponding to the side of the corner place the ball stopped, notwithstanding which side of the corner ball the ball went into the corner place.



COLON ROQUE CLUB, COLON, MICHIGAN

## BALL IN POSITION TO MAKE AN ARCH

RULE XL. Any part of the playing ball cannot be placed under an arch to play from a ball and run the arch.

RULE XLI. If playing ball plays through an arch the wrong way to obtain position rests through the arch so a straight edge laid against the wires on the side of the arch from which it came does not touch it, the ball is in position to run the arch.

RULE XLII. If a ball in making an arch does not hit a ball or border and rolls back through or under the arch a point is not made, but the ball is in position. Should the ball hit the border and roll back through or under the arch the point is made, and the player resumes his play. But, should the ball hit a ball and roll back through or under the arch the point is not made. If the ball hit was a live ball, he takes play from it; if a dead ball, his play ceases; and all balls misplaced must be returned to their former places.

## BALL WHEN THROUGH AN ARCH

RULE XLIII. A ball running its arch is through when a straight edge laid across the two wires on the side from which the ball came does not touch it.

## CAGE—HOW MADE

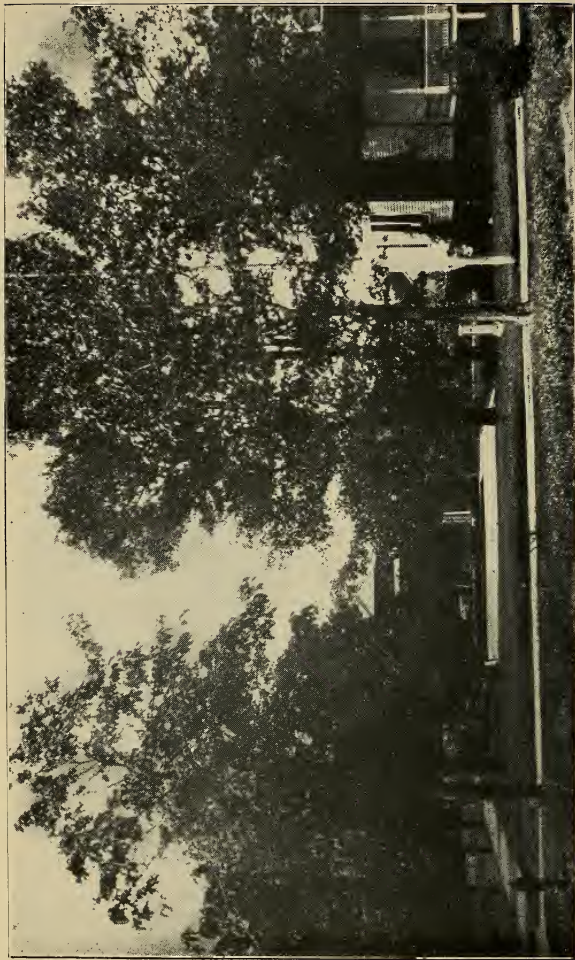
RULE XLIV. The cage wicket may be made in as many turns of play as it takes to make it, provided, the ball is kept within the limits of the cage, and has not come in contact with a live ball by direct shot. Coming in contact with a dead ball within the limit of the cage, or under a wicket, does not lose the position for playing ball.

RULE XLV. A playing ball within the limits of the cage or under a wicket becomes dead to advancement from that position if it comes in contact with a live ball by direct shot, except as provided for in Rule XXXIII.

## ROVER BALL

RULE XLVI. A ball is a rover when it has made all the points in the game but one and can play upon all balls once during its turn of play and may be played upon as any other ball.





HOME OF J. H. SHEFFIELD, 2088 LUNT AVE., CHICAGO, ILLS.  
Rogers Park Roque Club

## LIMIT OF THE CAGE

RULE XLVII. A ball is within the limits of the cage when a straight edge running from one wicket to the other on the inside of the arches touches the ball.

RULE XLVIII. A playing ball within the limits of the cage or in position to run an arch coming in contact with a dead ball must be returned to its former position and play ceases, but playing ball is in position to run the arch.

## BALLS CONTINUED IN GAME

RULE XLIX. All balls must be continued in the game until two rovers which are partners are staked out, either by a sinkle stroke or by two successive strokes of the mallet. Playing ball must take play off of partner ball after both balls are rovers, and they must be staked out in one or two continuous plays to count out.

RULE L. If in staking out partner ball it should rest out of bounds, it must be replaced properly within bounds before play is resumed. All balls must be properly placed in the grounds before playing ball can go out.

## DIRECTION THROUGH WICKETS

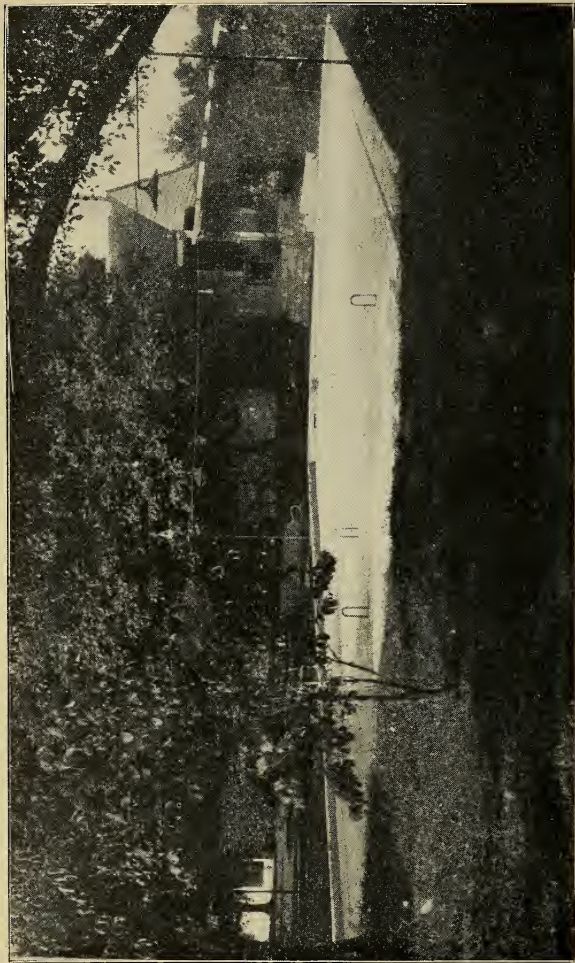
RULE LI. In making points, No. 3, 5, 11 and 13 must be made toward the center (See illustration).

RULE LII. A player may at any time require either archers or grounds put in proper condition.

RULE LIII. A player must not touch a ball while in play, only to place the same properly within bounds, except playing ball, and that must only be touched to place it beside the ball hit to take play therefrom, and may be touched with the side of the mallet to knock the sand off. Any infringement upon this rule the player shall cease his play, and all balls remain where they lay at time of such infringement.

RULE LIV. The Committee on Arrangements shall appoint a referee to decide all disputes.

RULE LV. No advice shall be given in a game among experienced players. Unexperienced players should be coached. A player should ask partner's advice as to the setting up of the balls.



PITTSFIELD ROQUE CLUB, PITTSFIELD, ILLINOIS



RULE LVI. Differences of opinion, as to the interpretation of the rules, are vested in a supreme officially appointed by the Committee on rules, namely, Jos. Kennedy.

## BY-LAWS OF THE WESTERN ROQUE ASSOCIATION

The following are the By-laws of the Western Roque Association, as adopted by the Club members of the Association, March 8th, 1913.

### ARTICLE I

#### Name

This organization shall be known as the Western Roque Association of America.

### ARTICLE II

#### MEMBERSHIP

The membership of this Association shall consist of such Roque Clubs as are accepted for membership by the directors of the Association.

### ARTICLE III

#### Clubs Accepted for Membership

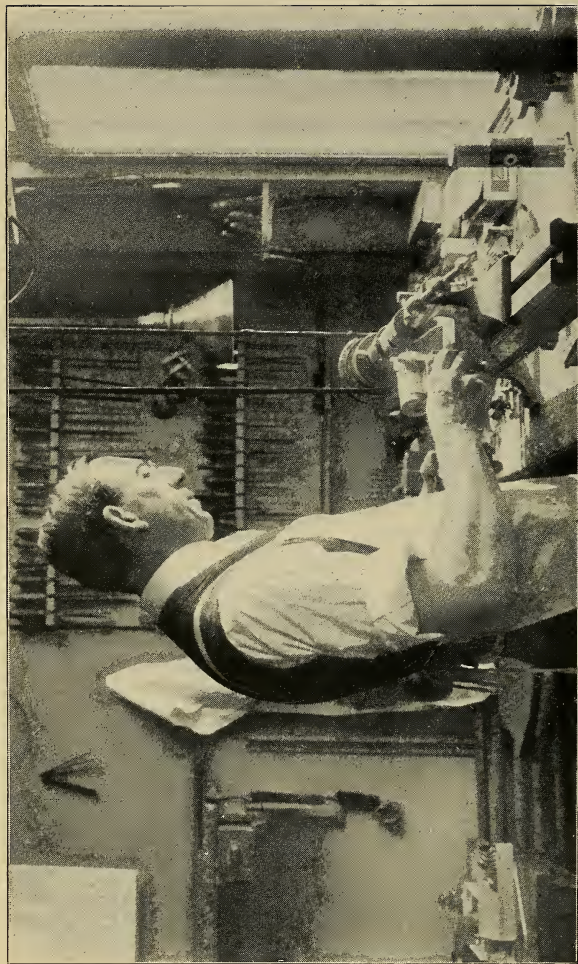
Any club being accepted by the directors of the Association and paying the membership fee (which is \$2.00 per year) and adopting the rules of said Association can become a member.

### ARTICLE IV

Any club becoming a member of the Western Roque Association can send as many delegates to play in the Tournament as it pleases without any additional fee.

### ARTICLE V

Any Roque Club belonging to the Western Roque Association can have one delegate for every six mem-



ANDREW KRAMER  
516 3rd Street, N. E., Washington, D. C.  
Expert on High-Class Roque Mallets. Made expressly for Moore & Evans, Chicago.

bers or fraction thereof, in good standing, to vote at the meetings of the Association.

## ARTICLE VI

Each club sending players to play in the Tournament should appoint one delegate for each six members, or fraction thereof, belonging to said Club to represent the Club at the meetings of the Association.

## ARTICLE VII

### Annual Meeting

The Annual Meeting of this Association shall be held on Wednesday evening at seven o'clock at Room 409, Ashland Block the week of the Tournament.

## ARTICLE VIII

### Officers

The officers of this Association shall consist of a President, Vice-President and Secretary-Treasurer.

## ARTICLE IX

The officers of this Association shall be elected at the Annual Meeting of the Association each year, and assume their duties when elected.

## ARTICLE X

It shall be the duty of the President elect to appoint the following committees, for the succeeding year, namely, Committee on Arrangements, Committee on Grounds, Committee on Finance; each committee to consist of three members.

## ARTICLE XI

### Committee on Arrangements

It is the duty of this committee to classify the players into as many divisions as they deem best; to give all players as near an equal chance as possible; to keep a record of the games played; and have same kept in a conspicuous place where all participants can see the result of the games as they are being played; to arrange for special attractions; to appoint a referee to take charge of a game when the participants so require; to appoint a timekeeper to see that all games are called within the hour, also to see that the participants make

out a card with the number of points made by each, and signed by both, and same turned over to the Committee on Arrangements.

## ARTICLE XII

### Committee on Grounds

This committee shall see that the courts are put in first-class condition prior to the Tournament, and kept in first-class condition during tournament week; to keep the balls well painted; and to see that the arches are kept in good shape, and the proper width; to see that the courts are kept well sprinkled and sanded; to see there are plenty of seats provided for; and see that the lights are put in good shape for playing evenings.

## ARTICLE XIII

### Committee on Finance

This committee shall audit the Treasurer's accounts, obtain the financial condition of the Association; and provide for any deficiency.

## ARTICLE XIV

A majority of the delegates present at all meetings constitute a quorum.

## ARTICLE XV

The President shall fill any vacancy at any time such vacancy may occur.

## ARTICLE XVI

These By-laws may be amended at the Annual Meetings by a two-thirds vote of the delegates of the Association present.

# SPECIAL RULES GOVERNING TOURNAMENT GAMES

## RULE I

All tournament games governed by the rules of the Western Roque Association.

## RULE II

The players participating in the Tournament shall be divided into classes, best adapted to their play, by the Committee on Arrangements.

## RULE III

A player winning in one class must advance to a higher class the next year.

## RULE IV

### Tournament Games—how played

All Tournament games are played on a percentage basis, a player may lose every game he plays, and still be winner in the Tournament.

## RULE V

### Time of Games

All Tournament games are limited to one hour and thirty minutes. Should a game not be completed within that time, the points are counted, and the result must be properly made out in points upon a card for that purpose and signed by both participants, and given to the Committee on Arrangements.

## RULE VI

Any player playing one or more games in the Tournament and not finishing, all games not played count against him, and for his opponent, at the percentage of 32 points for the opponent and no points for the player who does not play.

## RULE VII

Any player in the tournament who fails to make out a card containing the result of a game in which he participates and return same to the Committee on Arrangements forfeits his right to play any more games in said Tournament, and all games not played and marked against him.

## RULE VIII

A referee is to take charge of a game when appointed by the Committee on Arrangements, and his decision shall be final.

## RULE IX

The Committee on Arrangements shall determine the order of play; also the time for play to begin and close. Ties are played off by playing the games out, without regard to time.

## RULE X

The Committee on Arrangements have power to start play on Monday morning at 9:00 A. M. should the play so demand it.

## RULE XI

All players participating in the Tournament must rely upon their own judgment. No word of advice shall be given to any one as to manner of play, or regarding mistakes.

## RULE XII

All balls broken during Tournament play, shall be paid for by the players who play in the Tournament.

## Clubs Belonging to the Western Roque Association, March 8th, 1913

|                                 |                       |
|---------------------------------|-----------------------|
| Rogers Park Roque Club.....     | Chicago, Ill.         |
| Lincoln Park Roque Club.....    | Chicago, Ill.         |
| Garfield Park Roque Club.....   | Chicago, Ill.         |
| Tuscola Roque Club.....         | Tuscola, Ill.         |
| Pittsfield Roque Club.....      | Pittsfield, Ill.      |
| Richmond Roque Club.....        | Richmond, Ind.        |
| Wabash Roque Club.....          | Wabash, Ind.          |
| Dowagiac Roque Club.....        | Dowagiac, Mich.       |
| Adrian Roque Club.....          | Adrian, Mich.         |
| Colon Roque Club.....           | Colon, Mich.          |
| Campbellestown Roque Club...    | Campbellestown, Ohio  |
| New Paris Roque Club.....       | New Paris, Ohio       |
| West Alexandria Roque Club..... | West Alexandria, Ohio |



## THE C. K. LANDON MEDAL

A gold medal was presented by C. K. Landon to the Western Roque Association to be contested for by the Clubs of the Association. The following rules to govern the contests.

The medal to be held by the winner, subject to challenge once a month on five days notice by a member of any club belonging to the Western Roque Association. The games to be best four in seven, played on grounds chosen by the holder of the medal.

The holder of the medal must defend the same during Tournament week, at Lincoln Park, Chicago, if challenged.

Present holder of medal, March the 8th, 1913, C. C. King, Chicago, Ill.

The Landon medal was contested for at Garfield Park Roque courts between Dr. Will Lyman of Topeka, Kansas and C. C. King of Chicago, Ill., C. C. King captured the medal.

## OTHER ASSOCIATIONS

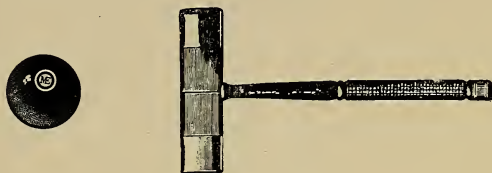
There are four Associations in the United States.—The National Roque Association, headquarters at Norwick, Connecticut, Frank Foss, Secretary. The Western Roque Association headquarters at Lincoln Park, Chicago, Ill., C. C. King Secretary. The Middle West Roque Association, headquarters at Philadelphia, Horace Webb, Secretary. Pacific Coast Roque Association, headquarters at Los Angeles, California. The Western Roque Association located at Lincoln Park, Chicago, Ill. is the largest Roque Association in the United States, while they have only thirteen clubs representing the Association, they have a membership of over one hundred and fifty players, and will have thirteen clubs represented at their first Tournament in August, with over fifty players in the three divisions.



# Moore & Evans Official

## Roque Mallets and Balls

have been adopted and are used exclusively by the members of the Western Roque Association.



**Moore & Evans No. 1 Official Roque Balls**,  $3\frac{1}{4}$  inches in diameter, best grade hard Rubber.  
Per set of 4 balls.....\$12.00

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Moore & Evans Official Roque Mallets are made of the very finest grade of materials obtainable, scientifically constructed, so as to meet the requirements of the most exacting players.

- No. 1 Official Roque Mallet**, highly polished, steel shank, Benedict nickel trimmings, Ivory hard head, Rubber soft head, detachable handle.  
Each.....\$20.00
- No. 2 Official Roque Mallet**, same as No. 1, with the exception of Rubber hard head in place of Ivory.  
Each.....\$17.25
- No. 3 Official Roque Mallet**, highly polished, brass trimmed, detachable handle, hard and soft Rubber heads. Each.....\$14.65
- No. 4 Official Roque Mallet**, same style as No. 3, hard and soft Rubber heads. Each.....\$12.00

# Moore & Evans

## Official Roque Shoes



770. Official Roque Shoe, fine Vici Kid,  
soft and pliable. Smooth Oak sole.  
Per pair ..... **\$2.35**



200. Roque or Tennis Shoes, white canvas  
red rubber, pure gum soles, low Ox-  
ford style, per pair..... **\$1.65**
201. Same in High Top, per pair..... **2.00**

# HEAVY ROQUE AND AUTO COAT

For Spring and Fall.



Shawl Collar, made of the finest Worsted Yarn. Can be had in colors: Grey, Maroon, Navy, White, Olive and Green.

Each..... **\$10.00**

Same as above, medium weight.

Each ..... **\$8.00**



## OFFICIAL ROQUE JERSEY COAT

Medium Light Weight

Made of high grade worsted. Every garment is perfectly cut and carefully tailored. Colors as follows: Grey, Maroon, Navy and White.

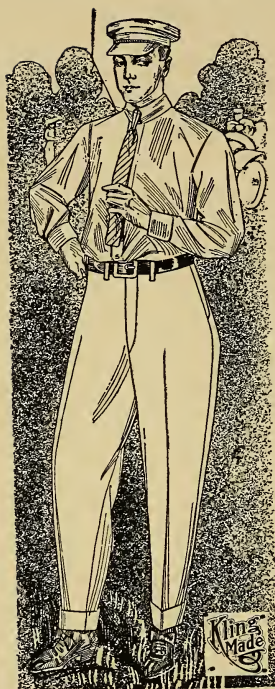


Medium light weight, each.....**\$3.00**

Medium weight, each.....**4.00**

# WHITE DUCK TROUSERS

For Outing, Yachting, Parades, Etc.



Our white duck trousers are all cut extra full. They are made with side buckle straps, belt loops and cuff bottoms. They are perfect in fit, style and workmanship, are packed in individual boxes and are put up in sizes 27 to 48 waist, lengths 27 to 35.

**1176** White drill trousers, one hip and two side pockets. Per pair,.....**\$1.50**

**1177** Fine quality white duck trousers, two hip pockets and flaps, two side pockets, one watch pocket- Per pair,.....**\$2.00**

**1178** Extra quality white duck trousers, made of fine army duck, good quality curtain lining, two hip pockets with flaps, two side pockets, one side pocket with flap. Per pair,.....**\$2.50**

## CREAM COLOR FLANNEL AND SERGE TROUSERS

For Summer wear, our flannel and serge trousers are big favorites. The patterns have been selected with great care and you are sure that every one is the latest style and unexcelled value. Each pair is packed in individual boxes,

made with cuff bottoms, belt loops, two watch pockets, sizes 30 to 38 waist, 30 to 34 length.

**1183** Good weight plain color flannel trousers. Per pair, **\$6.00**

**1184** Medium weight cream color flannel trousers with black hairline stripes one-half inch apart. Per pair,.....**\$6.00**

**1185** Fine cream color serge trousers with alternating white silk and black hairline stripes one-half inch apart. Per pair, **\$6.50**

**1186** Cream color serge trousers with narrow white silk and hairline stripes, very neat and effective. Per pair,.....**\$6.50**

## CLUB PENNANTS



Any Two Names and Monogram as above

|                  |        |                  |        |
|------------------|--------|------------------|--------|
| 385. 12x30 ..... | \$1.00 | 387. 18x36 ..... | \$1.75 |
| 386. 15x36 ..... | 1.30   | 388. 18x48 ..... | 2.20   |



Any Name and Monogram, Style as above

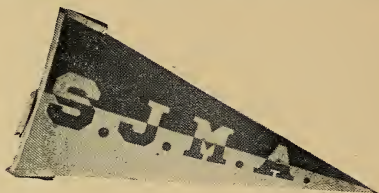
|                  |        |                  |        |
|------------------|--------|------------------|--------|
| 369. 12x30 ..... | \$0.90 | 371. 18x36 ..... | \$1.40 |
| 370. 15x36 ..... | 1.10   | 371. 18x48 ..... | 1.65   |



Any Name, Style as above

|                  |        |                  |        |
|------------------|--------|------------------|--------|
| 357. 12x30 ..... | \$0.70 | 359. 18x36 ..... | \$1.25 |
| 358. 15x36 ..... | .90    | 360. 18x48 ..... | 1.50   |

## Club Pennants, Arm Bands and Emblems



Any Lettering, as Above

|     |             |        |     |             |        |
|-----|-------------|--------|-----|-------------|--------|
| 405 | 12x30.....  | \$1.10 | 407 | 18x36 ..... | \$1.85 |
| 406 | 15x36 ..... | 1.50   | 408 | 18x48 ..... | 2.20   |



### Arm Bands



Made of high grade felt. Sizes up to 4x8 inches.  
Specify Round or Diamond Shape.

|     |                                  |        |
|-----|----------------------------------|--------|
| 415 | 1 letter, each.....              | \$0.25 |
| 416 | 2 letter or monogram. Each ..... | .40    |
| 417 | 3 letter or monogram. Each.....  | .53    |



### Coat Emblems



Sizes, 5 to 10 Inches

|      |   |        |
|------|---|--------|
| 418. | 1 letter with border. Each.....             | \$0.33 |
| 419. | 2 letter or monogram with border. Each..... | .53    |
| 420. | 3 letter or monogram with border. Each..... | .73    |
| 421. | 1 letter. Each .....                        | .33    |
| 422. | 2 letter monogram. Each.....                | .53    |
| 423. | 3 letter monogram. Each.....                | .73    |





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